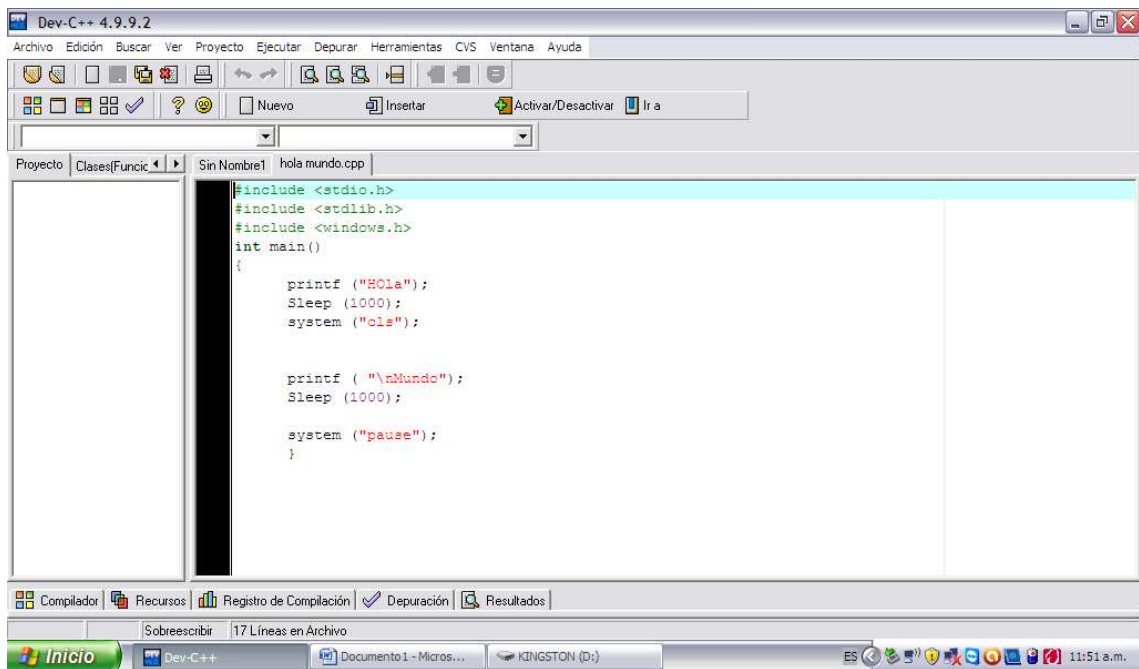


## Ejercicio de hola mundo

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```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#include <windows.h>
```

```
int main()
```

```
{
```

```
    printf ("esto es una bomba");
```

```
    Sleep (1000);
```

```
printf ("10");
```

```
    Sleep (1000);
```

```
printf ( "9");  
Sleep (1000);  
system ("pause");  
}
```

```
printf ( "8");  
Sleep (1000);  
system ("pause");  
}
```

```
printf ( "7");  
Sleep (1000);  
system ("pause");  
}
```

```
printf ( "6");  
Sleep (1000);  
system ("pause");  
}
```

```
printf ( "5");  
Sleep (1000);  
system ("pause");  
}
```

```
printf ( "4");
```

```
Sleep (1000);  
system ("pause");  
}
```

```
printf ( "tienes un virus");
```

```
Sleep (1000);  
system ("pause");  
}
```

```
printf ( "3");
```

```
Sleep (1000);  
system ("pause");  
}
```

```
printf ( "2");
```

```
Sleep (1000);  
system ("pause");  
}
```

```
printf ( "1");
```

```
Sleep (1000);  
system ("pause");  
}
```

```
}  
  
else  
{  
    /* OpenGL animation code goes here */  
  
    glClearColor (1.0f, 0.0f, 0.0f, 1.0f);  
    glClear (GL_COLOR_BUFFER_BIT);  
  
    glPushMatrix ();  
    glRotatef (theta, 0.0f, 0.0f, 1.0f);  
    glBegin (GL_QUADS);  
    glColor3f (1.0f, 0.0f, 0.0f); glVertex2f (1.0f, 1.0f);  
    glColor3f (0.0f, 1.0f, 1.0f); glVertex2f (0.87f, -0.5f);  
    glColor3f (0.0f, 0.0f, 1.0f); glVertex2f (-0.87f, -0.5f);  
    glEnd ();  
    glPopMatrix ();  
  
    SwapBuffers (hDC);  
  
    theta += 1.0f;  
    Sleep (10);  
}  
}
```